

## Stef Janssens – CV

Scherpenheuvel, Belgium

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Portfolio: [invisible99.github.io](https://invisible99.github.io)

### Work Experience

06/2019 - Present – Gameplay programmer at Black Shamrock (Ireland)

Worked on another undisclosed AAA game where I helped on updating the UI and help on features.

My current project is an undisclosed AAA game mostly as a data engineer.

I did QA and bug fixing for Paranoia: Happiness is mandatory for my first few weeks, credited as programmer. Then I started working on an undisclosed AAA VR game in Unreal engine.

01/2016 – 06/2016 – Internship at Firewolf Studio (Belgium)

I worked on a few different games while working at [Firewolf Studio](#) but my focus was on the EK 2016 Game where I worked on the backend and front end of the store.

2015 – 2016 – Volunteering at CoderDojo (Belgium)

CoderDojo organizes free coding workshops for kids aged 7 to 18 years.

### Education

2016 –2019 (expected graduation) – Digital Arts and Entertainment, Minor Game development, Kortrijk (Belgium)

09/2018 – 12/2018 – Erasmus study at Skövde University, Skövde (Sweden)

2013 –2016 – Bachelor`s degree in Application development, Hasselt (Belgium)

2011–2013 – Informatics, KTA2 Diest (Belgium)

### Technical Skills

#### Strong programming knowledge:

- C++
- C#
- Java

#### Experience with:

- Python
- HTML
- CSS
- PHP
- Javascript
- SQL
- Lua

#### Software experience:

- Visual studio
- Unity
- Unreal Engine 4
- Photoshop
- Illustrator
- 3DS Max

#### Libraries:

- DirectX
- SDL
- Physx
- FMOD
- .NET

### Language Skills

Mother tongue: Dutch

Fluent in English